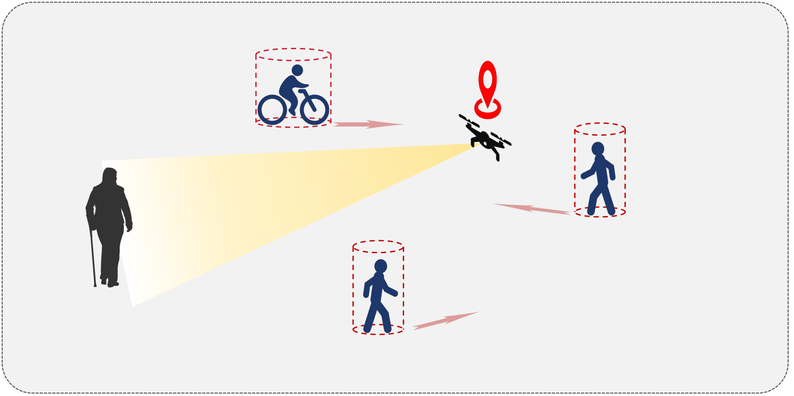
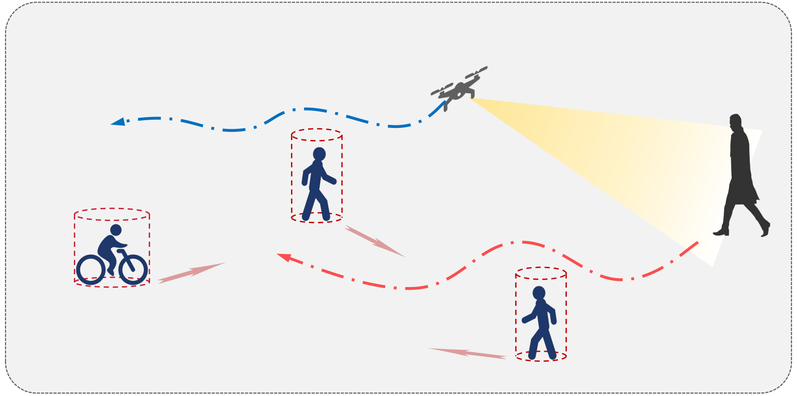
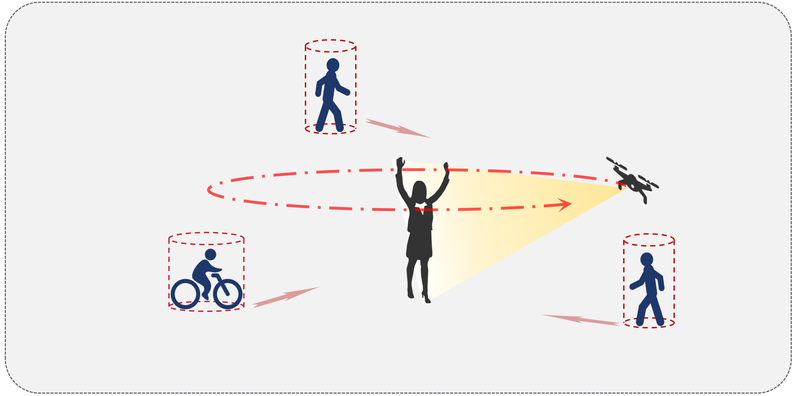


(a) Hovering maintenance



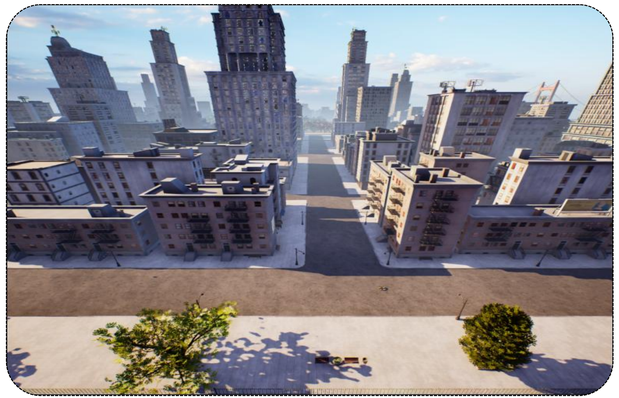
(b) Dynamic target following



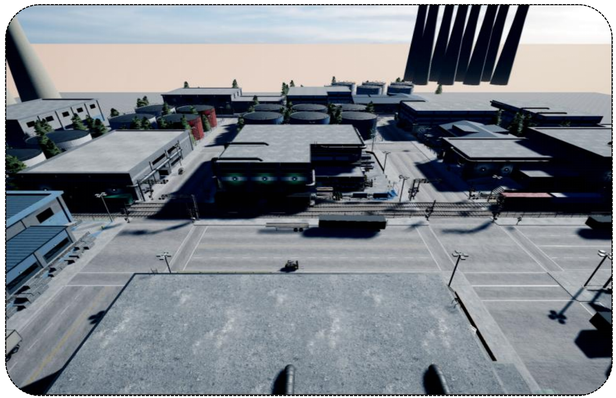
(c) Fixed-trajectory filming

(d) Park

(e) Forest



(f) Urban Street



(g) Factory